

Darth Sidious Hologram



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Darth Sidious Hologram

11

Hit Points

20

Defense

20

Attack

—

Damage

—

Special Abilities
Unique

Commander Effect

Allied characters within 6 squares gain
Force Renewal 1.



*Even light years away, a Sith Lord's
visage is intimidating.*

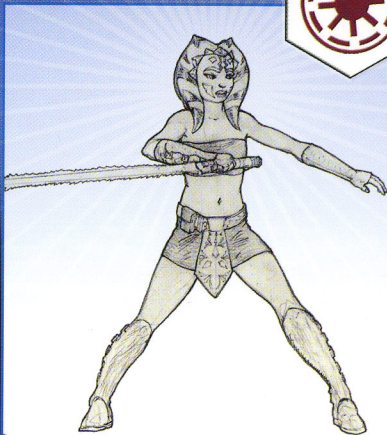


1/40 ★

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Ahsoka Tano



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Ahsoka Tano

20

Hit Points

60

Defense

20

Attack

7

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Flurry Attack (Whenever this character scores a critical hit, she can make 1 immediate extra attack)

Impulsive Sweep (If a Unique allied character is defeated, this character can immediately attack each adjacent enemy once)

Synergy (+4 Attack while an allied character named Anakin is within 6 squares)

Force Powers

Force 3

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)



2/40 ★

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Anakin Skywalker on STAP



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Anakin Skywalker on STAP

35

Hit Points

80

Defense

17

Attack

7

Damage

20

Special Abilities

Unique. Pilot

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this character can use Twin Attack when making a Strafe Attack, but he cannot make a Strafe Attack against any enemy twice and cannot move directly back into a space he has just left)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers

Force 4

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)

It's not stealing; it's field procurement.



4/40 ★

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ARC Trooper Sniper



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ARC Trooper Sniper

16

Hit Points

30

Defense

17

Attack

10

Damage

20

Special Abilities

Order 66

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Sniper (Other characters do not provide cover against this character's attack)



Personally trained by Jango Fett, ARC troopers were more independent than normal clones and often possessed specialized skills.



5/40 ♦

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Barriss Offee, Jedi Knight



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Barriss Offee, Jedi Knight

30

Hit Points

80

Defense

19

Attack

9

Damage

20



Special Abilities

Unique

Melee Attack; Double Attack

Synergy (+4 Attack and +4 Defense while an allied character named Luminari Unduli is within 6 squares)

Force Powers

Force 2. Force Renewal 1

Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a living character)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Student to Master Unduli, Barriss Offee fought for her life on Ilum, where she traveled to construct her new lightsaber.



6/40 ★

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Captain Rex



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Captain Rex

33

Hit Points

70

Defense

16

Attack

12

Damage

20



Special Abilities

Unique

Order 66

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect

Allied characters with Order 66 within 6 squares gain **Greater Mobile Attack**.



7/40 ★

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Clone Trooper on Gelagrub



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Clone Trooper on Gelagrub

24

Hit Points

80

Defense

16

Attack

10

Damage

30

Special Abilities
Order 66



*Unusual environments call
for unusual mounts.*



8/40 ★

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Commander Gree



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Commander Gree

20

Hit Points

60

Defense

14

Attack

11

Damage

30

Special Abilities
Unique
Order 66

Commander Effect

Allied characters are treated as having the same name as each other, only for purposes of special abilities whose name contains Squad.

Followers within 6 squares gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).



Commander Gree leads an elite corps of clone troopers specially trained to cooperate with the indigenous species of whatever planet they operate on.



9/40 ★

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Elite Clone Trooper Commander



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Elite Clone Trooper Commander

15

Hit Points

30

Defense

18

Attack

10

Damage

10

Special Abilities
Order 66

Commander Effect
Followers with Order 66 within 6
squares get +4 Defense.



*Clone commanders who show exceptional
leadership skills are often paired with
Jedi to help coordinate troops.*

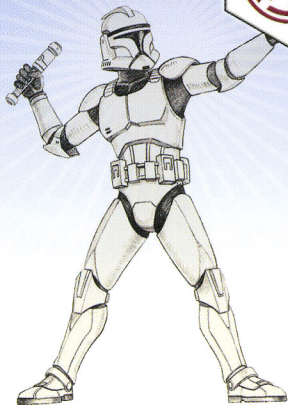


10/40 ♦

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Elite Clone Trooper Grenadier



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Elite Clone Trooper Grenadier

13

Hit Points

20

Defense

14

Attack

8

Damage

20

Special Abilities

Order 66

EMP Grenades (A nonliving character that is subject to this character's Grenades ability is considered activated this round; save II. Huge and larger characters ignore this effect.)

Grenades 10 (Replaces attacks: range 6; 10 Damage to target and to each character adjacent to that target; save II)



Ahsoka and her clones used EMP grenades (known as "droid poppers") at Skytop Station.



II/40 •

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Galactic Marine

13

Hit Points

20

Defense

14

Attack

8

Damage

20



Special Abilities

Order 66

Elite Clone Trooper

Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

Galactic Marines train to fight in a variety of environments, including those that most would consider more hostile.

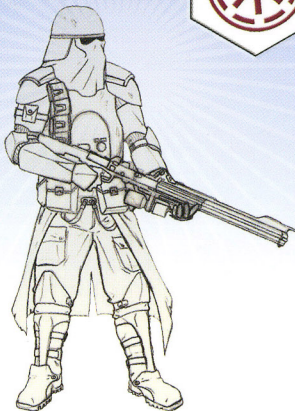
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Galactic Marine



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General Aayla Secura



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General Aayla Secura

50

Hit Points

100

Defense

22

Attack

12

Damage

20



Special Abilities

Unique

Melee Attack; Double Attack

Cunning Attack (+4 Attack and +10

Damage against an enemy who has not activated this round)

Force Powers

Force 4

Force Cloak (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked** [If this character has cover, she cannot be targeted by nonadjacent enemies])

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect

Allied characters with Order 66 gain

Double Attack.

Aayla Secura is a beautiful Twi'lek Jedi who fights with confidence despite her apparent youth.



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Heavy Clone Trooper



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Heavy Clone Trooper

13

Hit Points

20

Defense

14

Attack

9

Damage

30

Special Abilities

Order 66

Heavy Weapon (Can't attack and move in the same turn)



Sometimes, you only need a big gun and a clone who knows how to use it.

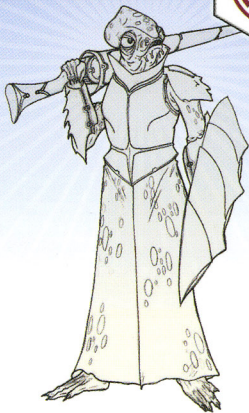


14/40 •

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Mon Calamari Knight



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Mon Calamari Knight

14

Hit Points

40

Defense

20

Attack

6

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent creatures)



The Mon Calamari were pushed into the Clone Wars by the actions of Quarren Separatists, renewing a conflict that has raged between the two species for millennia.

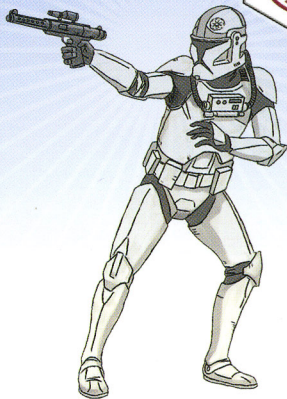


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Odd Ball



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Odd Ball

17

Hit Points

40

Defense

14

Attack

10

Damage

10

Special Abilities

Unique

Order 66

Pilot

Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)

Penetration 20 (Enemies' Damage Reduction is reduced by 20 against this character's attacks)

Commander Effect

Allied characters with Pilot gain

Grenades 20 and **Penetration 20**.



Clone pilots like Odd Ball proved as adept at space combat as their infantry brethren.



16/40 ★

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Padmé Amidala, Senator



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Padmé Amidala, Senator

23

Hit Points

70

Defense

17

Attack

9

Damage

10

Special Abilities

Unique

Mobile Attack (Can move both before and after attacking)

Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Commander Effect

At the end of this character's turn, 1 Unique follower within 6 squares can make an immediate attack with a +4 Attack bonus.



Unlike other politicians, Padmé isn't afraid to pick up a blaster and engage in aggressive negotiations.

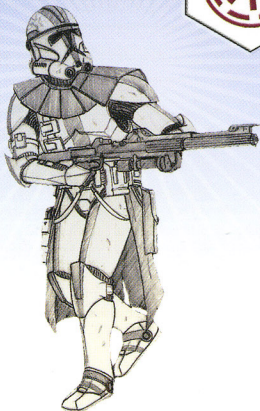


17/40 ★

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Star Corps Trooper



STAR WAR



Star Corps Trooper

15

Hit Points

30

Defense

15

Attack

9

Damage

20



Special Abilities

Order 66

Advantageous Cover (+8 Defense from cover instead of +4)

Quick Reactions (+6 Attack when making attacks of opportunity)

Squad Firepower (+10 Damage while 3 allies with the same name as this character are within 6 squares)

Stable Footing (Not slowed by difficult terrain)

Trained to operate in hostile foreign environments, Star Corps troopers quickly learned to seize every advantage and take action in even the smallest opportunities.



18/40 ♦

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Wookiee Scoundrel



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Wookiee Scoundrel

11

Hit Points

30

Defense

14

Attack

6

Damage

20

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



It's not wise to upset a Wookiee, especially by invading his planet.



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Yoda on Kybuck



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Yoda on Kybuck

51

Hit Points

160

Defense

20

Attack

14

Damage

20

Special Abilities

Unique

Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking)

Melee Attack; Double Attack

Galloping Attack (As this character moves, he can attack each adjacent enemy, +4 Attack; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)

Force Powers

Force 5

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

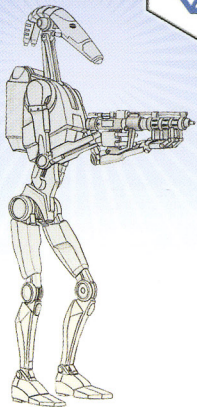
Master Speed (Force I: This character can move 6 extra squares on his turn as part of his move)



20/40 ★

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Battle Droid



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Battle Droid

4

Hit Points

10

Defense

9

Attack

0

Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)



Slow response times from central control computers give battle droids a reputation for incompetence.

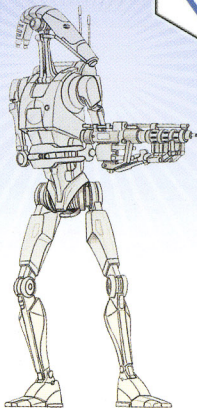


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Battle Droid



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Battle Droid

4

Hit Points

10

Defense

9

Attack

0

Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)



BI battle droids that lack commands sometimes shut down in the middle of a—

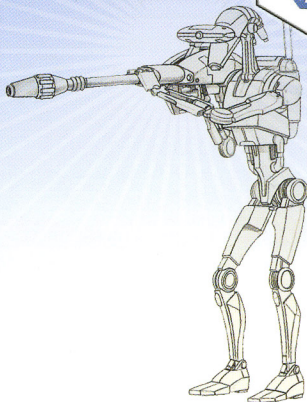


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Battle Droid Sniper



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Battle Droid Sniper

10

Hit Points

10

Defense

9

Attack

5

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Heavy Weapon (Can't attack and move in the same turn)

Sniper (Other characters do not provide cover against this character's attack)



Not all droids are created equal—some strike with deadly precision.

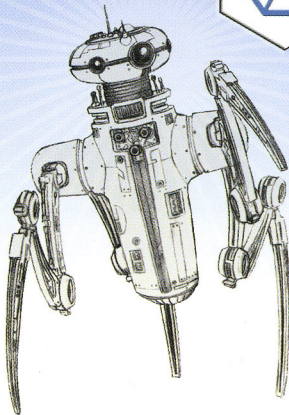


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Chameleon Droid



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Chameleon Droid

26

Hit Points

60

Defense

16

Attack

6

Damage

20

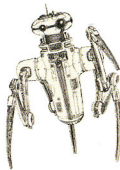
Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square it occupies and a square it is moving into are adjacent to a wall)

Invisibility (Cannot be targeted by nonadjacent enemies)

Mines 20 (An enemy that moves adjacent to this character takes 20 damage; save II)



*The Republic never saw the
chameleon droids coming.*



24/40 ★

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Durge, Jedi Hunter



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Durge, Jedi Hunter

51

Hit Points

110

Defense

19

Attack

9

Damage

20

Special Abilities

Unique

Triple Attack

Bounty Hunter +4 (+4 Attack against Unique enemies)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)

Regeneration 20 (If this character doesn't move on his turn, remove 20 damage from him at the end of that turn)

Resilient (Immune to critical hits)



Bounty hunters are notoriously dangerous, and Durge, a near-immortal Gen'dai, has hunted down quarry for over two millennia.

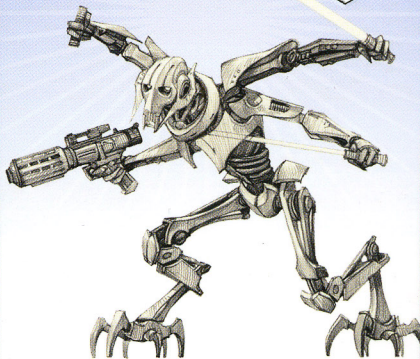


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General Grievous, Droid Army Commander



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General Grievous, Droid Army Commander

57

Hit Points

100

Defense

19

Attack

8

Damage

20

Special Abilities

Unique

Cyborg (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)

Melee Attack; Triple Attack

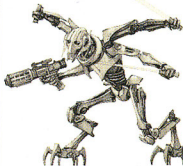
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Blaster 20 (Replaces attacks: sight; +12 Attack for 20 Damage)

Commander Effect

Droids are subject to this effect: Droid followers get +4 Attack and +4 Defense and gain **Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target).

Instrumental in the Separatist war effort, General Grievous proves more than a match for the Republic in every battle.

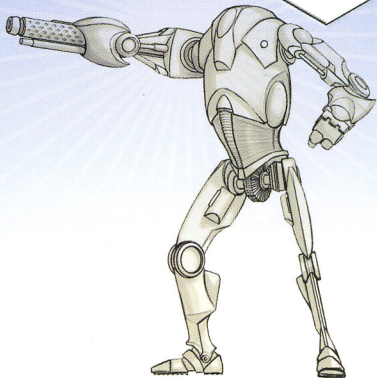


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Heavy Super Battle Droid



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Heavy Super Battle Droid

14

Hit Points

30

Defense

14

Attack

3

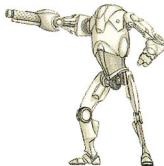
Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)



More armor, rapid-fire weapons, and advanced programming make these droids a greater threat than earlier models.

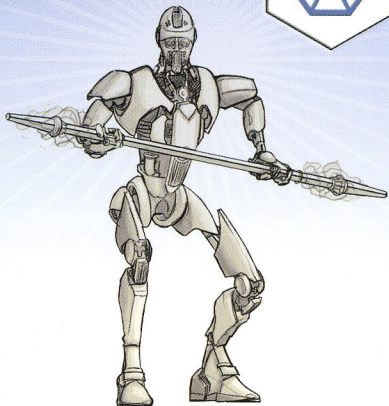


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IG-100 MagnaGuard



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IG-100 MagnaGuard

16

Hit Points

60

Defense

18

Attack

8

Damage

20

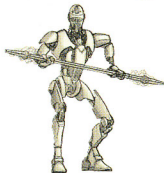
Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Melee Attack (Can attack only adjacent enemies)

Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)

Electrostaff +10 (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.)



Droid bodyguards ensure that no living being need give up its life for its charge.



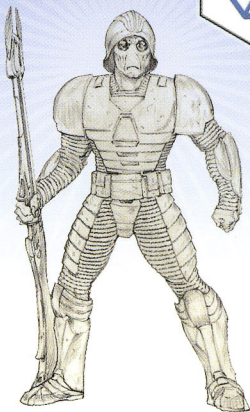
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Neimoidian Warrior



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Neimoidian Warrior

16

Hit Points

40

Defense

15

Attack

9

Damage

20

Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)



Most Neimoidians are too cowardly to pick up a weapon, but some warriors do exist among the population of bureaucrats and businessmen.

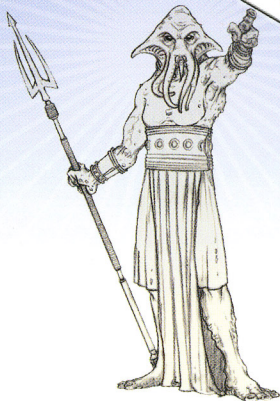


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Quarren Isolationist



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Quarren Isolationist

9

Hit Points

30

Defense

14

Attack

6

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)



Long at odds with the Mon Calamari, many Quarren leaders sided with the Confederacy during the Clone Wars, embroiling their planet in civil war.

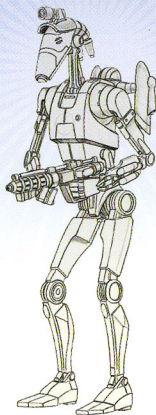


30/40 ♦

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Rocket Battle Droid



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Rocket Battle Droid

6

Hit Points

10

Defense

12

Attack

2

Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)



Droid soldiers cut down the risk of an important Separatist leader coming to harm—or getting his hands dirty.

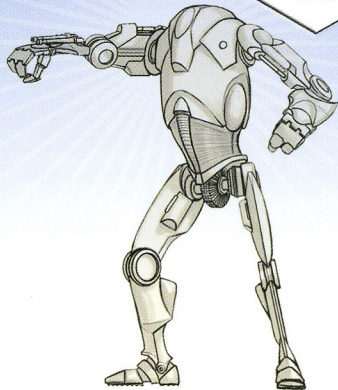


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Super Battle Droid



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Super Battle Droid

10

Hit Points

20

Defense

12

Attack

2

Damage

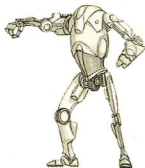
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Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Charging Fire (Replaces turn: Can move up to 12 squares, then attack)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)



*Built to withstand multiple blaster shots,
these droids seem to just keep coming.*



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Techno Union Warrior



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Techno Union Warrior

13

Hit Points

10

Defense

16

Attack

6

Damage

20

Special Abilities

Flux Density +10 (+10 Damage if one or more Droid characters combine fire with this character)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)



Techno Union warriors are equipped with all the latest in weapons technology.



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Aqualish Warrior



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Aqualish Warrior

12

Hit Points

40

Defense

15

Attack

6

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Bloodthirsty (+10 Damage on melee attacks against enemies at half Hit Points or less)



Aggressive and violent, Aqualish were among the few species to enjoy the onset of the Clone Wars.



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Gha Nachkt



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Gha Nachkt

12

Hit Points

30

Defense

13

Attack

3

Damage

10

Special Abilities

Unique

Trandoshan

Rapport (Non-Unique Droids cost 1 less when in the same squad as this character)

Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)



A corpulent and unscrupulous Trandoshan junk dealer, Gha Nachkt scours the galaxy in his rust-bucket scow, collecting and then reselling the profitable wastes of war.



35/40 ★

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Human Soldier of Fortune



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Human Soldier of Fortune

14

Hit Points

40

Defense

17

Attack

8

Damage

20

Special Abilities

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Mercenary (This character can move only if he cannot make an attack from his starting space)



During wartime, blasters-for-hire can make a healthy living as long as they stay alive.

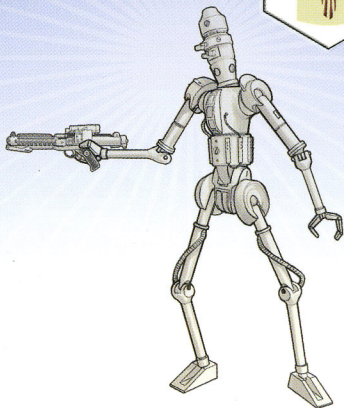


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IG-86 Assassin Droid



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IG-86 Assassin Droid

17

Hit Points

60

Defense

18

Attack

9

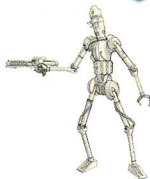
Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)



Assassin droids are frequently used during times of war to eliminate enemy commanders, sending their forces into disarray.

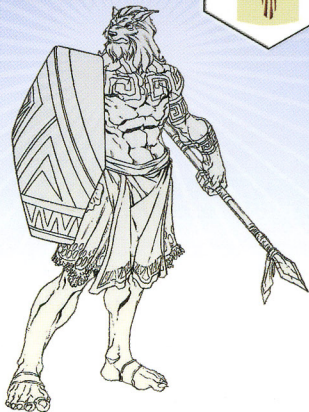


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Nelvaanian Warrior



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Nelvaanian Warrior

9

Hit Points

20

Defense

18

Attack

5

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



Nelvaanian warriors were captured, tortured, and mutated by the Techno Union to produce brutish troops for their own evil purposes.



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Trandoshan Scavenger



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Trandoshan Scavenger

11

Hit Points

30

Defense

16

Attack

7

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)



Ownership is often determined by who is holding the weapon.



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Utapau Warrior



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Utapau Warrior

14

Hit Points

50

Defense

20

Attack

7

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



Once a peaceful world where the species worked together in harmony, Utapau was dragged into the Clone Wars against its people's wishes.



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